

Hot Topics

Jeannette Wing Corporate Vice President Microsoft Research





The Second Age of Computing is Ending

Doug Burger, Microsoft Research



A New Age of Specialization

Analo	og Spe	cializ	ation

100 BC - 1936

Antikythera mechanism, slide rule

1st Age

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1936 – 1975 Instru

Instruction sets, VM, OoO, caches

Integration

1975 - 1990

RISC, single-chip CPUs, integrated FPUs, caches

Clock Frequency (+ ILP)

1990 - 2005

Deep pipelines, speculation, large caches

Multicore

2005 - 2016

1 to 24 cores, on-chip networks

Hardware Specialization

2016 - ?

Programmable logic, rapid ASICs, new archs, statistical models of computation

3rd Age



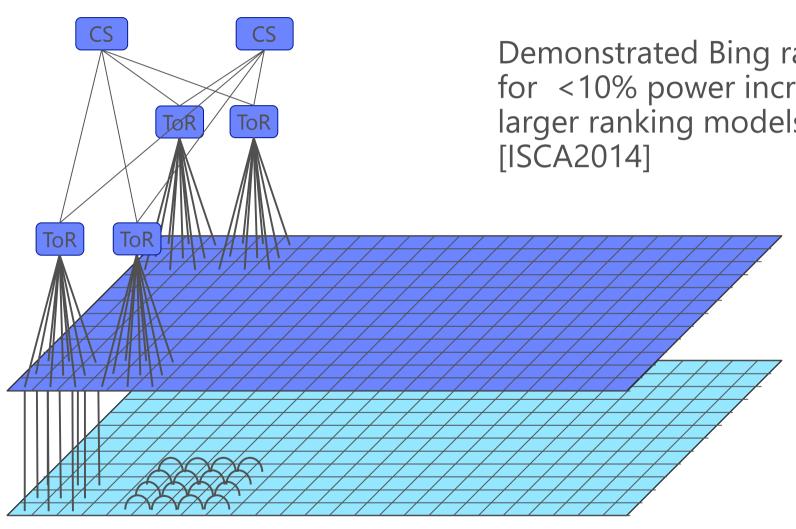
2nd Age

Challenge of HW Specialization



- Cloud: Two main challenges for specialization
 - Want homogeneous (to the extent possible) server infrastructure
 - Need five years of stability for ASICs (2 to design, 3 for use), software changes monthly
- Client:
 - Area is precious, must be both general and efficient
 - "Uncanny valley" between CPUs and ASICS (where accelerators go to die)

Catapult – A Specialization Fabric for the Cloud



Demonstrated Bing ranking in half the servers for <10% power increase, able to run much larger ranking models in equivalent latency. [ISCA2014]

Programmable SW fabric

Programmable HW fabric

Looking Forward

Hardware Specialization	2016 - ?	Programmable logic, rapid ASICs, CGRAs
Approximate Computing	2020 - ?	Fuzzy computation, analog (NPUs)
Neural Computing	2025 - ?	Doing computation with neuromorphic hardware, as opposed to running neural code in software
Quantum Computing	2025 - ?	Next "digital" paradigm?
Biological Computing	2030 - ?	Interfacing to DNA, statistical computation
Ecological Computing	2040 - ?	Defining ecological outcomes, using ecologies for computation





Quantum Leaps in Computing

Krysta Svore QuArC Group, Microsoft Research



Chinese Hackers Pursue Key Data on U.S. Workers



BITS BLOG Adidas Joins Wearable Stampede With Fitness BITS BLOG IBM Wants to Invent the Chips of the Future, Not Make Them

The New York Times

BITS BLOG Personal Computing's Big Three Get a Little Bigger

BITS BLOG Microsoft Taking the Right to be Fo

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ATCH TRAILER JULY 18

Microsoft Makes Bet Quantum Computing Is Next Breakthrough

By JOHN MARKOFF JUNE 23, 2014

Experimental chip does MEMAIL APRINT S

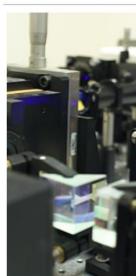


Photo: Jonathan Matthews/University o

BY ANNE-MARIE CORLEY # SEPTI 3 September 2009-Modern crys have in factoring huge numbers,

SANTA BARBARA, Calif. - Modern computers are not unlike the looms of the industrial revolution: They follow programmed instructions to weave intricate patterns. With a loom, you see the result in a cloth or carpet. With a computer, you see it on an electronic display.

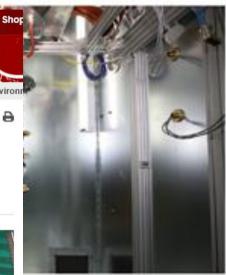
Now a group of physicists and computer scientists funded by Microsoft is trying to take the analogy of interwoven threads to what some believe will be the next great leap in computing, so-called quantum computing.

If the scientists are right, their research could lead to the design of computers that are far more powerful than today's supercomputers and could solve problems in fields as diverse as chemistry, material science, artificial intelligence and codebreaking.



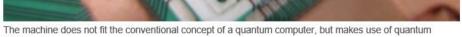
Michael Freedman, Sankar Das Sarma and Chetan Navak proposed a computing model in 2005 that can be used to construct qubits, the foundation of quantum computing. Emily Berl for The New York Times

tum Computer



Now Stationautitive The New York Trimes

iated with NASA are forming a laboratory y means of computers that use the unusual Their quantum computer, which performs s of times faster than existing be in active use in the third quarter of this



Quantum "Requirements"

Quantum hardware architecture:

Architect a scalable, fault-tolerant, and fully programmable quantum computer

Quantum software architecture:

Program and compile complex algorithms into optimized, target-dependent (quantum and classical) instructions

Quantum algorithms:

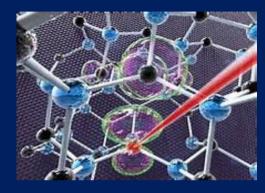
Design real-world quantum algorithms for small-, medium- and large-scale quantum computers

Quantum Hardware Technologies

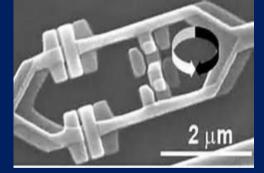
Ion traps



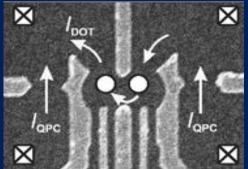
NV centers



Superconductors



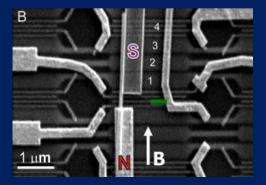
Quantum dots



Linear optics



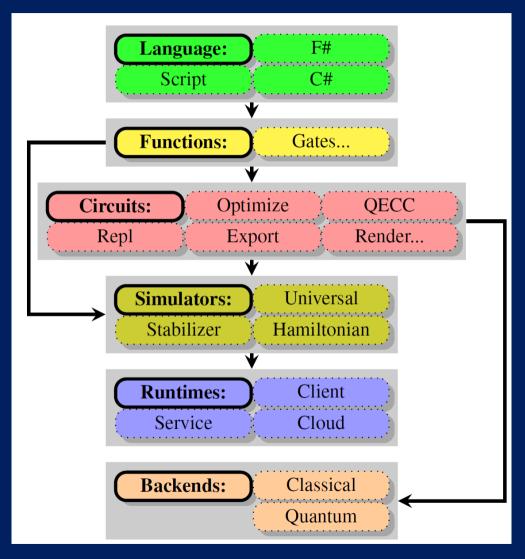
Topological



LIQUi): Quantum Software Architecture

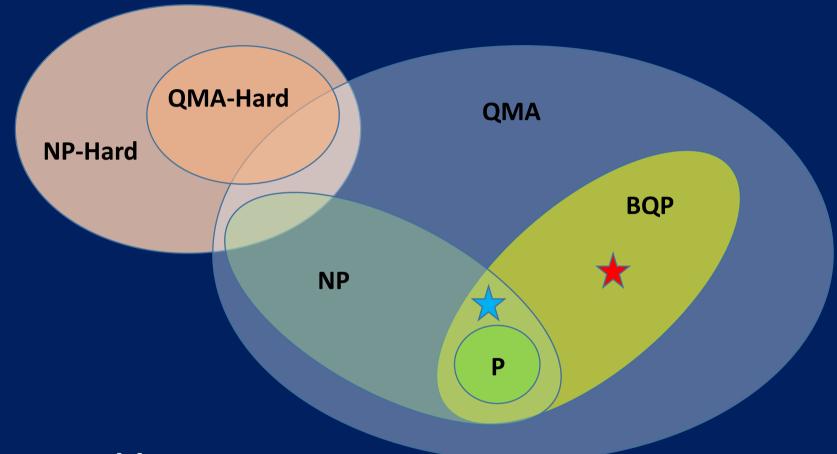
- Enables easy programming and simulation of complex quantum circuits
- Allows retargeting of circuits for various purposes: simulation, rendering, optimization, noise modeling, and export
- Provides state-of-the-art quantum circuit simulation tools

DEMO: Tuesday July 15, 2:15pm



The LIQUi| \rangle platform [Wecker, Svore, 2014]

Why Quantum Compute?



Ultimate problem:

Develop quantum algorithms whose complexity lies in BQP\P

Quantum Algorithm "Wins"

Quantum simulation (1982)

- Simulate physical systems in a quantum mechanical device
- Exponential speedups



Solving Linear
Systems of
Equations (2010)

- Applications shown for electromagnetic wave scattering
- Exponential speedups



Shor's Algorithm (1994)

- Breaks RSA, elliptic curve signatures, DSA, El-Gamal
- Exponential speedups



Quantum Simulation for Quantum Chemistry

Ultimate problem:

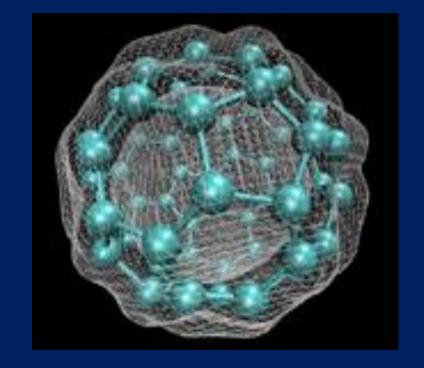
Simulate molecular dynamics of *larger* systems or to *higher accuracy*

Want to solve system exactly

Current solution:

33% supercomputer usage dedicated to chemistry and materials modeling

Requires simulation of exponential-size Hilbert space Limited to 50-70 spin-orbitals classically



Quantum solution:

Simulate molecular dynamics using quantum simulation Scales to 100s spin-orbitals using only 100s qubits Runtime recently reduced from $O(N^{11})$ to $O(N^4) - O(N^6)$

[Poulin et al., 2014]

Application: Nitrogen Fixation

Ultimate problem:

Find catalyst to convert nitrogen to ammonia at room temperature

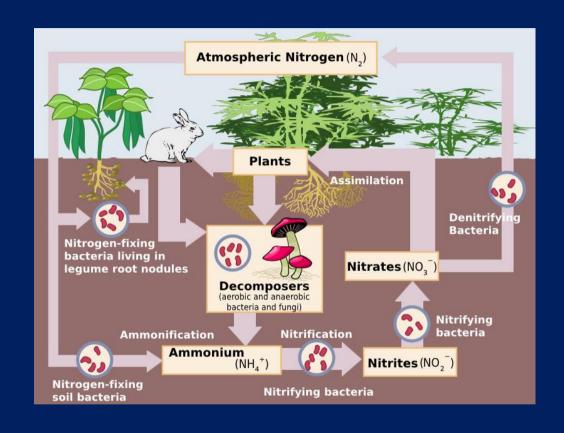
Reduce energy for conversion of air to fertilizer

Current solution:

Uses Haber process developed in 1909

Requires high pressures and temperatures

Cost: 3-5% of the worlds natural gas production (1-2% of the world's annual energy)



Quantum solution:

~ 100-200 qubits: Design the catalyst to enable inexpensive fertilizer production

Application: Carbon Capture

Ultimate problem:

Find catalyst to extract carbon dioxide from atmosphere

Reduce 80-90% of emitted carbon dioxide

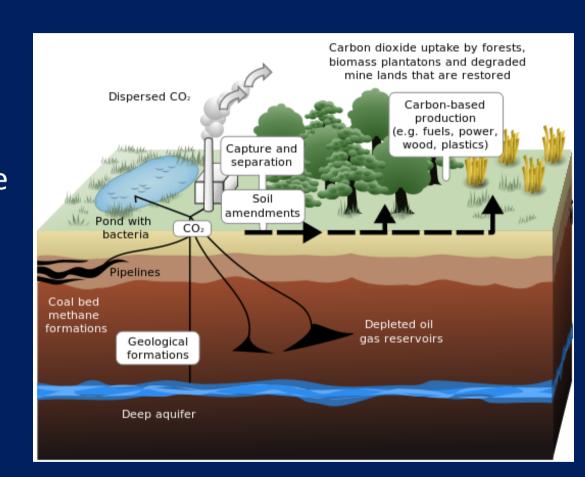
Current solution:

Capture at point sources

Results in 21-90% increase in energy cost

Quantum solution:

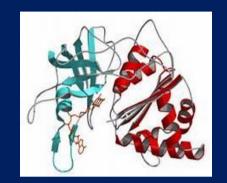
~ 200-400 qubits: Design a catalyst to enable carbon dioxide extraction from air



Quantum Algorithm Opportunities

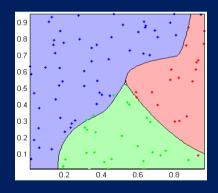
Quantum simulation

- Extend q. chem. method to solid state materials
- E.g., high temp. superconductivity
- ~ 2000 qubits; linear or quad. scaling



Machine learning

- Clustering, regression, classification
- Polynomial speedups to date
- Can we harness interference to produce better inference models?



Cryptography

- RSA, DSA, elliptic curve signatures, El-Gamal
- What questions should we pose to a quantum computer?



Tuesday July 15, 3:00 - 4:30PM, Cascade Room

http://research.microsoft.com/groups/quarc/

http://research.microsoft.com/en-us/labs/stationq/



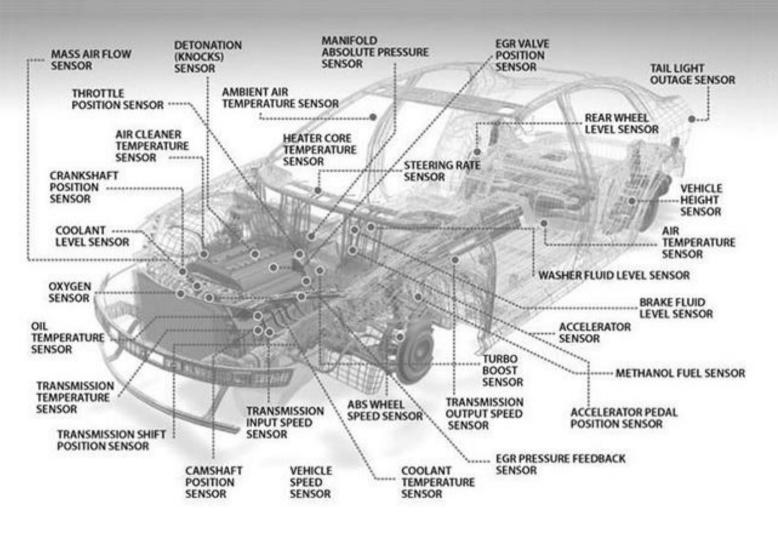
ksvore@microsoft.com



"Mobilizing" Healthcare

Desney Tan, Microsoft Research

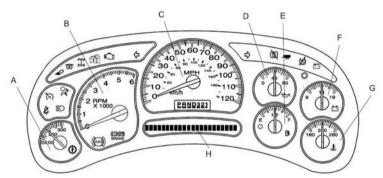




On-Board Diagnostics (OBD) displayed on Information Dashboard

Invisible Sensors

Track Real-Time Performance
Warn of Potential Hazards
Allow Behavior Optimization



Your vehicle's instrument panel is equipped with this cluster or one very similar to it. The U.S. Heavy-Duty Automatic Transmission version is shown here.

The instrument panel cluster includes these key features:

A. Transmission Temperature Gauge

- A. Transmission Temperature Gau (if equipped)
- B. Tachometer
- C. Speedometer, Odometer, Transmission Gear Selector
- D. Oil Pressure Gauge E. Fuel Gauge
- L. Fuel Gau
- G. Engine Coolant Temperature Gauge
- H. Driver Information Center (DIC)

varrini	ng and indicator I	ignis	Mark	Name
Mark	Name	Page	BRAKE / (①)	Brake system warnin
*	Seatbelt warning light	3-13	•	Door open warning
4 2	Front passenger's seafbelt warning light	3-13		light Hill start assist warn
R BAG	SRS airbag system warning light	3-14	29	ing light/Hill start ass OFF indicator light (STI)
N/\$5	Front passenger's frontal airbag ON indi- cator	3-14	B	Vehicle Dynamics Control warning light Vehicle Dynamics Control operation inc cator light
1/%	Front passenger's frontal airbag OFF in- dicator	3-14		Vehicle Dynamics Control OFF indicate
HECK IGINE	CHECK ENGINE warning light/Malfunc- tion indicator light	3-15	- 55	GFF indicator light (STI)
•	Charge warning light	3-16	++	Turn signal indicator lights
<u>-</u>	Oil pressure warning	3-16		High beam indicator light
DIFF	Rear differential oil temperature warning	3-16	却	Front fog light indicat light (if equipped)
S/(@)	ABS warning light	3-18	MECURITY	Security indicator lig
			300E	Headlight indicator

Page	Mark	Name	Page
3-19	CRUISE	Cruise control indica- tor light	3-24
3-20	SET	Cruise control set in- dicator light	3-24
3-20		Low fuel warning light	3-20
3-20	(1)	Low tire pressure warning light (U.Sspec. models)	3-16
		Shift-up indicator light (STI)	3-23
3-21	AUTO	Driver's control center differential auto indi- cator light (STI)	3-24
3-24	AU10+(+)	Auto (+) mode indica- tor light (STI)	3-24
1-24	(-)-AUTO	Auto [-] mode indica- tor light (STI)	3-25
3-24	17	Driver's control center differential indicator and warning lights (STI)	3-25
3-23	0	REV indicator light (STI)	3-25
3-24	(S)	Sport (S) mode indi- cator light (STI)	3-23



We cannot improve what we cannot measure

Digitize → Compute → Detect, diagnose, manage, predict, prevent disease

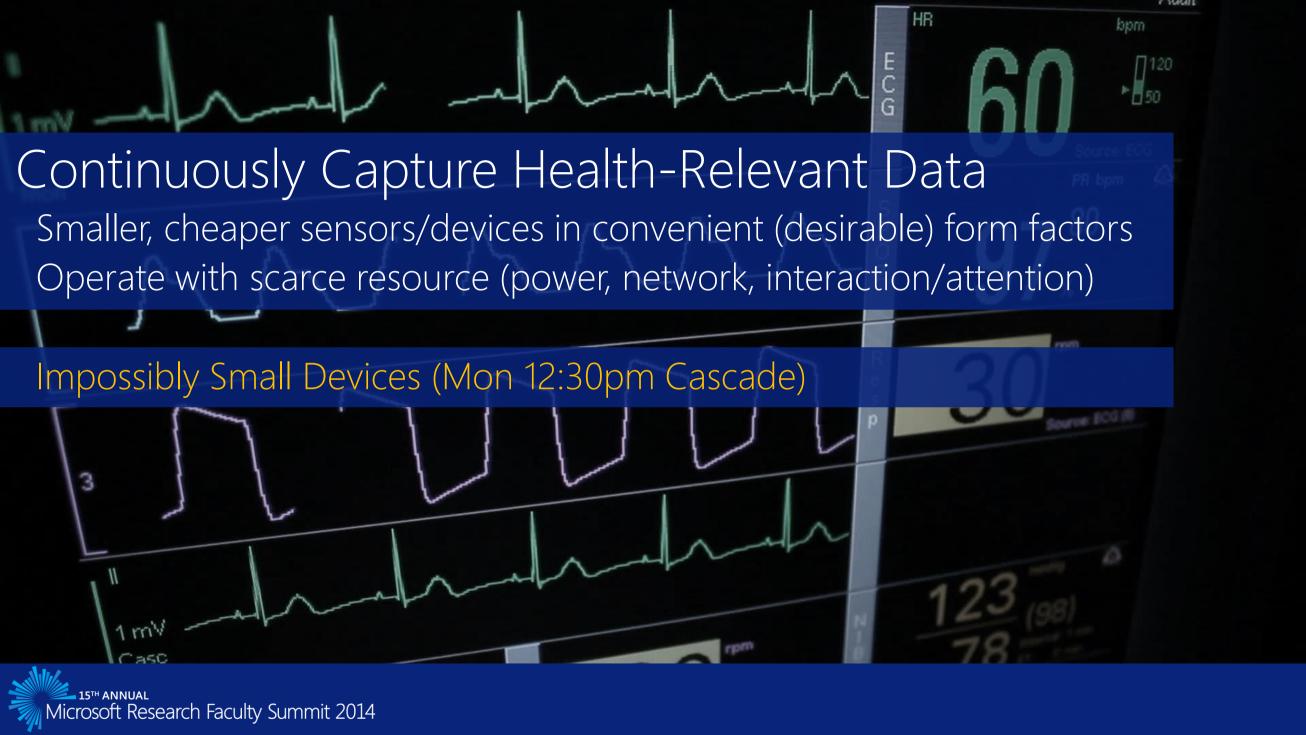
Intuitive Medicine → Precision Medicine

Diagnoses: Loose subjective observation → Precise objective data

Treatment: Therapies with unclear efficacy → Evidence-based treatment









Create Actionable Insights

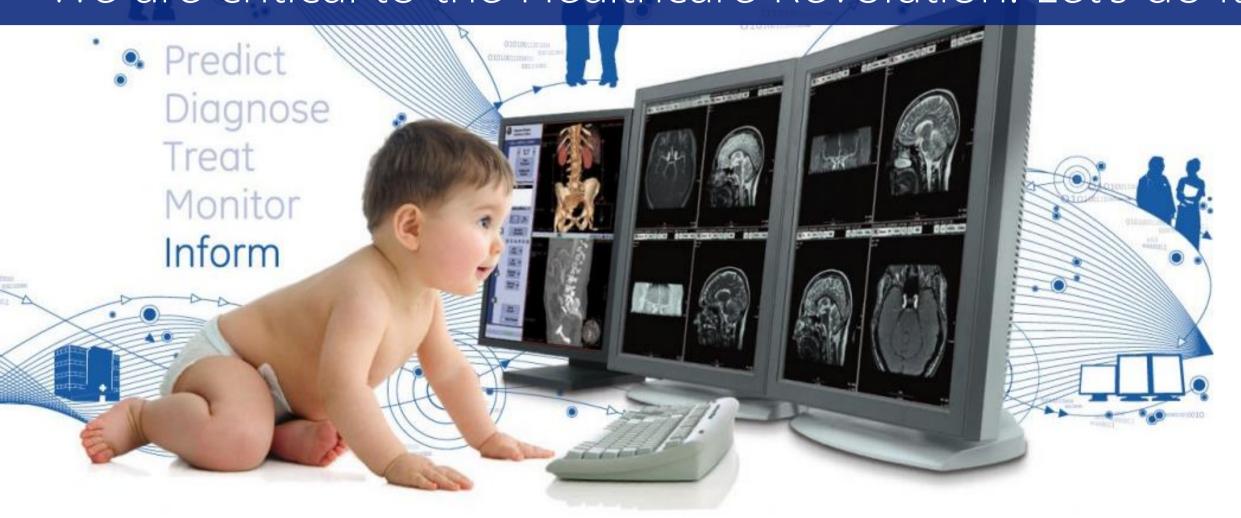
Interlink devices and aggregate data to facilitate discovery Explore privacy, security, reliability

Design engaging experiences that motivate real change

Connected Devices (Mon 2:15pm Cascade)
Genomics Software Revolution (Mon 2:15pm Baker)
Making Sense of Billion Sensors (Tues 10:15am Kodiak)
Science in the Cloud (Tues 12:45pm Rainier)
etc...



We are critical to the Healthcare Revolution. Let's do it!



Crowds are People Too!



Mary L. Gray, Senior Researcher, Microsoft Research, New England Lab Associate Professer@The Media School, Indiana University



Crowds are Important

We rely on crowds to get work done

- Human computation (VizWiz)
- Citizen Science (Eyewire)

As crowdsourcing advances automation/Al...

Crowdwork could (should and must) offer
 opportunities for the future of employment



How Do We Study Crowds?

Crowdsourcing is a complex technological AND social system that combines:

- Human labor
- Social connections
- Economic transactions
- Myriad international laws
- Distributed computation





What Tools Do We Need?

- Computer Science maps the nodes (people) and edges (relationships) in a network
- Ethnography studies the variety of nodes (individuals, institutions) and meaning of edges (motivations, hierarchies, power dynamics)
 - in context and over time(spoiler alert! I'll come back to why these matter)



Requires an Interdisciplinary Team, too!



Siddharth Suri CS (co-PI)



Gregory Minton Mathematics



Sara Kingsley
Labor Studies
/Econometrics



Shoaib Ali Development Studies



Kate Miltner Media Studies



Deepti Desai Sociology



Rajesh Patel Engineer/Systems Builder





Research Methodology: Integrating 5 data sources

Ethnographic fieldwork

- 8 months of in India and U.S.
 (July 2013- March 2014)
- 46 of 116 interviews completed in India
- 75 interviews scheduled for the U.S.

Ongoing Survey work (goal ~3,000 total)

- Amazon.com's Mechanical Turk (AMT)
- Microsoft's Universal Human Relevance System (UHRS)
- MobileWorks, a startup with a social and entrepreneurial mission
- Amara.org, non-profit, peer-driven translation service

Metadata

 Workflows on AMT, UHRS, and MobileWorks, Amara.org

System-level measurements

- Geolcation tasks
- Sampling of worker purchases
- Recruitment

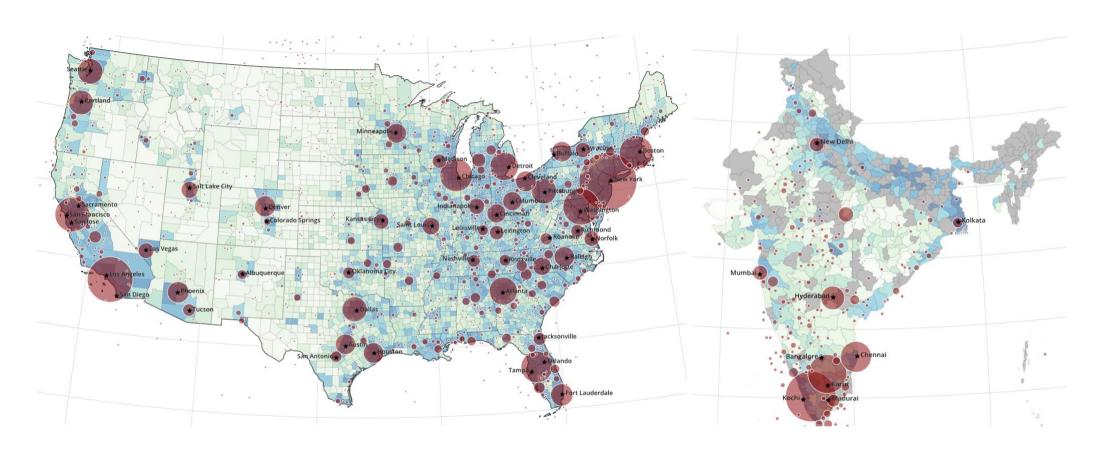
Textual analysis

- Worker discussion forums
- Industry rhetoric
- Related industries (piecework, temp work, BPOs)





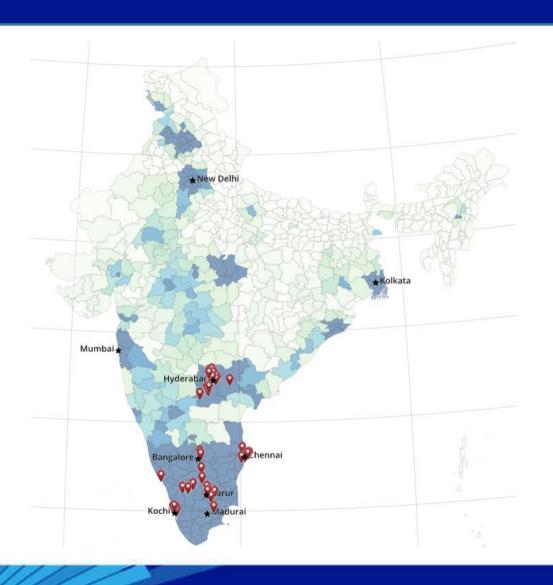
Dataset: Mapping the Crowd



Self-reported locations for about 10,000 participants in a map task (HIT) on AMT. Coloration of counties/districts is by *population density*.



Dataset: Interview Locations



Locations of the 48 interviews and 8 months of fieldwork conducted to date.

Coloration is by estimated density of workers on AMT. This estimate is based on our map task (HIT).



Crowdworkers Collaborate

People connect outside the systems that we can effectively monitor from afar

- Talk via phone
- post on message boards
- help each other sign up
- collect each other's paychecks
- work in family units

"Crowds" are (also) networks of individuals interacting in particular places (social contexts)



2 Key Challenges to Studying Crowds as People

Social media research (tends to) zoom too far out

- Treat crowds as big lumps of aggregated human behavior
- Can't see crowds as people, interacting in complicated ways, both on and offline, over time

Uncharted ethics of studying social media as human subjects research

- Supporting women working in the home w/o family's consent
- Helping workers when they lose their accounts
- Protecting respondents' privacy by separating metadata and survey data





Ethnographic Approach and CS Can Help Each Other (A LOT)!

Must understand people's social lives and identities to build better tools for them

To build better tools for the future of work, technologies must learn to anticipate that:

- People will (always) do unexpected, novel things with technologies
- Our social identities—friend, family member, citizen—affect our work lives
- Social contexts+identities significantly shape success of technologies (i.e., Mulsim workers offset discrimination in the workforce; women able to contribute from the home)

Direct, sustained ethnographic interaction w/ people offers CS 3 things:

- 1. Detailed attention to social dimensions of everyday life that likely matter most (income, employment, schooling, gender, religion, neighborhood dynamics, etc.)
- 2. Analysis of social connections that we can't see in the system
- 3. Sense of how social needs (i.e., employment) co-evolve, w/ tech, over time





Thanks!

Crowdworkers everywhere

Team @MSRcrowdstudy

research.microsoft.com/crowdwork



